Searching for: "server selection" (start a new search)
Found **722** of **1,586,558**

REFINE YOUR SEARCH

Refine by Keywords
"server selection"
Discovered Terms

Refine by People
Names
Institutions
Authors
Editors
Advisors
Reviewers

Refine by Publications
Publication Year
Publication Names
ACM Publications
All Publications
Content Formats
Publishers

Refine by Conferences
Sponsors
Events
Proceeding Series

ADVANCED SEARCH
Advanced Search

FEEDBACK
Please provide us with feedback

Found **722** of **1,586,558**

Search Results Related Journals Related Magazines Related SIGs Related Conferences

Results 1 - 20 of 722 Sort by relevance in expanded form

Result page: **1** 2 3 4 5 6 7 8 9 10 next

1 Dynamic server selection using fuzzy inference in content distribution networks
Lin Cai, Jun Ye, Jianping Pan, Xuemin (Sherman) Shen, Jon W. Mark
May 2006 **Computer Communications** , Volume 29 Issue 8
Publisher: Butterworth-Heinemann

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count

To accommodate the exponential growth of Web traffic, Content Distribution Networks (CDN) have been desig and deployed to distribute content to different cache servers, and to transparently and dynamically redirect us requests to the cache servers ...

Keywords: Computer network performance, Content distribution, Fuzzy logic, Server selection

2 Maximum availability server selection policy for efficient and reliable session control systems
Marjan Bozinovski, Hans P. Schwefel, Ramjee Prasad
April 2007 **IEEE/ ACM Transactions on Networking (TON)** , Volume 15 Issue 2
Publisher: IEEE Press
Full text available: Pdf (974.69 KB)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 39, Downloads (Overall): 265, Citation Count: 0

There has been a rapid growth of services based on session control. Session-based services comprise multime conferences, Internet telephone calls, instant messaging, and similar applications consisting of one or more media types such as audio and ...

Keywords: fault-tolerance, performance, server selection policies (SSP), session control

3 Server selection in large-scale video-on-demand systems
Nikias Carlsson, Derek L. Eager
February 2010 **Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)** , Volume 6 Issue 1
Publisher: ACM Request Permissions
Full text available: Pdf (675.79 KB)

Bibliometrics: Downloads (6 Weeks): 15, Downloads (12 Months): 210, Downloads (Overall): 210, Citation Count

Video on demand, particularly with user-generated content, is emerging as one of the most bandwidth-intensi applications on the Internet. Owing to content control and other issues, some video-on-demand systems atter to prevent downloading and peer-to-peer ...

Keywords: Performance analysis, content distribution networks, modeling, server selection, video-on-deman

4 Server selection methods in personal metasearch: a comparative empirical study
Paul Thomas, David Hawking
October 2009 **Information Retrieval** , Volume 12 Issue 5
Publisher: Kluwer Academic Publishers

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count

Server selection is an important subproblem in distributed information retrieval (DIR) but has commonly been studied with collections of more or less uniform size and with more or less homogeneous content. In contrast, realistic DIR applications may ...

Keywords: Distributed information retrieval, Server selection

5 An empirical evaluation of client-side server selection policies for accessing replicated web services
Nabor C. Mendonça, José Airton F. Silva
March 2005 **SAC '05:** Proceedings of the 2005 ACM symposium on Applied computing

Publisher: ACM Request Permissions

Full text available: Pdf (231.14 KB)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 26, Downloads (Overall): 378, Citation Count: 2

Replicating web services at geographically distributed servers can offer client applications with a number of benefits, including higher service availability and improved response time. However, selecting the "best" serve invoke at the client side ...

Keywords: empirical evaluation, replicated web services, server selection

6 A novel server selection method to achieve delay-based fairness in the server palm

Young-Tae Han, Min-Gon Kim, Hong-Shik Park

November 2009 **IEEE Communications Letters** , Volume 13 Issue 11

Publisher: IEEE Press

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count

It is pivotal to achieve delay-based fairness when users access the same content, especially in real-time servic from content-replicated servers based upon the client-server communication model. To resolve this issue, this letter proposes a novel ...

Keywords: deficit round robin, delay-based fairness, load balancing, server selection

7 A comparative analysis of server selection in content replication networks

Tao Wu, David Starobinski

December 2008 **IEEE/ ACM Transactions on Networking (TON)** , Volume 16 Issue 6

Publisher: IEEE Press Request Permissions

Full text available: Pdf (845.17 KB)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 55, Downloads (Overall): 125, Citation Count: 1

Server selection plays an essential role in content replication networks, such as peer-to-peer (P2P) and conter delivery networks (CDNs). In this paper, we perform an analytical investigation of the strengths and weakness of existing server selection ...

Keywords: content delivery networks, distributed systems, game theory, load balancing, peer-to-peer netwo price of anarchy

8 Methods for information server selection

David Hawking, Paul Thistlewaite

January 1999 **Transactions on Information Systems (TOIS)** , Volume 17 Issue 1

Publisher: ACM Request Permissions

Full text available: Pdf (283.76 KB)

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 48, Downloads (Overall): 539, Citation Count: 5

The problem of using a broker to select a subset of available information servers in order to achieve a good tr -off between document retrieval effectiveness and cost is addressed. Server selection methods which are capa of operating in the absence ...

Keywords: Lightweight Probe queries, information servers, network servers, server ranking, server selection, text retrieval

9 Server selection on the World Wide Web

Nick Craswell, Peter Bailey, David Hawking

June 2000 **DL '00:** Proceedings of the fifth ACM conference on Digital libraries

Publisher: ACM Request Permissions

Full text available: Pdf (102.88 KB)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 21, Downloads (Overall): 335, Citation Count: 4

Significant efforts are being made to digitize rare and valuable library materials, with the goal of providing patrons and historians digital facsimiles that capture the "look and feel" of the original materials. This is often done by digitally photographing ...

Keywords: World Wide Web, distributed information retrieval, effectiveness evaluation, server selection

10 Adaptive server selection for large scale interactive online games
Kang-Won Lee, Bong-Jun Ko, Seraphin Calo
June 2004 **NOSSDAV '04:** Proceedings of the 14th international workshop on Network and operating systems support for digital audio and video
Publisher: ACM Request Permissions
Full text available: Pdf (209.31 KB)
Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 31, Downloads (Overall): 543, Citation Count: 7

In this paper, we present a novel distributed algorithm that dynamically selects game servers for a group of game clients participating in large scale interactive online games. The goal of server selection is to minimize server resource usage while satisfying ...

Keywords: MMOG, distributed algorithm, server selection, synchronization delay model

11 Game server selection for multiple players
Steven Gargolinski, Christopher St. Pierre, Mark Claypool
October 2005 **NetGames '05:** Proceedings of 4th ACM SIGCOMM workshop on Network and system support for games
Publisher: ACM Request Permissions
Full text available: Pdf (190.96 KB)
Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 28, Downloads (Overall): 373, Citation Count: 3

The increase in power and connectivity of computers has enabled a growth in network games, with many gam having numerous servers to which a player can connect. The game server selected influences the game play, both by impacting the game type and map ...

Keywords: network games, server selection

12 Server selection methods in hybrid portal search
David Hawking, Paul Thomas
August 2005 **SIGIR '05:** Proceedings of the 28th annual international ACM SIGIR conference on Research and development in information retrieval
Publisher: ACM Request Permissions
Full text available: Pdf (149.83 KB)
Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 38, Downloads (Overall): 506, Citation Count: 1

The TREC.GOV collection makes a valuable web testbed for distributed information retrieval methods because naturally partitioned and includes 725 web-oriented queries with judged answers. It can usefully model aspect government and large corporate ...

13 A Replication-Aware CDN-P2P Architecture Based on Two-Step Server Selection and Network Coding
Hung-Chang Yang, Min-Yi Hsieh, Hsiang-Fu Yu, Li-Ming Tseng
December 2008 **PCM '08:** Proceedings of the 9th Pacific Rim Conference on Multimedia: Advances in Multimedia Information Processing
Publisher: Springer-Verlag
Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count

E-learning service is getting increasingly popular, especially the multimedia content educations. To distribute content to end users, two different technologies --- Content Distribution Network (CDN) and Peer-to-Peer (P2P network --- have been proposed. ...
Keywords: Multimedia e-learning, content distribution network, network coding, peer-to-peer network, replication-aware CDN-P2P, server selection

14 Dynamic Server Selection using Bandwidth Probing in Wide-Area Networks
Robert Carter, Mark Crovella
March 1996 Dynamic Server Selection using Bandwidth Probing in Wide-Area Networks
Publisher: Boston University
Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count

Abstract Replication is a commonly proposed solution to problems of scale associated with distributed services However, when a service is replicated, each client must be assigned a server. Prior work has generally assume that assignment to be static. ...

15 Scalable server selection for web applications using a broker node
Mohamed-Vall Ould Mohamed-Salem / Gregor Bochmann

January 2002 Scalable server selection for web applications using a broker node
Publisher: Universite de Montreal

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count

Emerging applications, such as the electronic commerce integrate large amounts of data that are heterogeneo and/or time sensitive. These data are typically disseminated over the Internet and target a potentially large number of users. As the number ...

16 Periodic broadcast with dynamic server selection
Ewa Kusmierek, Yingping Lu, David H. Du
September 2007 **Multimedia Tools and Applications** , Volume 34 Issue 3
Publisher: Kluwer Academic Publishers

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count

Service replication is an effective way to address resource requirements and resource availability problem. Dynamic service selection enables clients to choose a server offering the best performance. Proper server selection is especially important for ...

Keywords: Dynamic server selection, Multimedia, Periodic broadcast, Proxy server, Video caching

17 Mobility aware server selection for mobile streaming multimedia content distribution networks
Muhammad Mukarram Bin Tariq, Ravi Jain, Toshiro Kawahara
January 2004 Web content caching and distribution
Publisher: Kluwer Academic Publishers

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count

We propose a Content Delivery Network (CDN) with servers arranged hierarchically in multiple tiers. Lower-tie servers are topologically closer to the clients, and hence can deliver better QoS in terms of end-to-end delay a jitter. On the other hand, ...

18 An analytical study of server selection for scalable internet services
Tao Wu / David Starobinski
January 2007 An analytical study of server selection for scalable internet services
Publisher: Boston University

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count

Content replication has become one of the most important paradigms in modern Internet architectures becaus of its inherent scalability and availability. A key aspect of replication is that of server selection, which directly affects the performance, ...

19 Fast and Optimal Multicast-Server Selection Based on Receivers' Preference
Akihito Hiromori, Hirozumi Yamaguchi, Keiichi Yasumoto, Teruo Higashino, Kenichi Taniguchi
October 2000 **IDMS '00:** Proceedings of the 7th International Workshop on Interactive Distributed Multimedia Systems and Telecommunication Services
Publisher: Springer-Verlag

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count

In this paper, we propose static and dynamic server selection techniques for multicast receivers who receive multiple streams from replicated servers. In the proposed static server selection technique, if (a) the location servers and receivers and ...

20 A server selection algorithm for group mobility
Namkoo Ha, Byeongjik Lee, Sungho Hwang, Kijun Han
July 2010 **International Journal of Wireless and Mobile Computing** , Volume 4 Issue 3
Publisher: Inderscience Publishers

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count

One of the most important issues associated with group mobility predicts the partition time. The existing algorithms predict partition time assuming that the partitioned groups move in opposite direction with the sam speed and coverage. Thus, QoS is ...
Keywords: QoS, group mobility, partition time, quality of service, server selection, simulation, wireless ad-hc networks, wireless networks

Result page: **1** 2 3 4 5 6 7 8 9 10 next